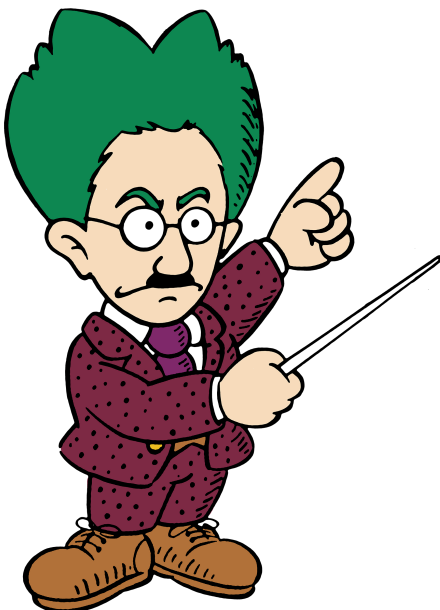


Guide, Strategies, Cheats, and Codes

for

SimCity
on the NES



**By Christian A. Deitering
aka "Ferris Bueller"**

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# I. Introduction

Welcome to my completely imperfect guide for SimCity on the NES.

SimCity

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Version 1.7

Date Written: December 28, 2017

## Version History

### Version 1.0

*November 1st, 2017*

Rewrote the majority of the SNES guide to reflect the NES prototype.

### Version 1.1

*Early December 2017*

Proofread and corrected stuff. Added some sections.

### Version 1.2

*Late December 2017*

Reformatted for GameFAQs.

### Version 1.3

*January 2018*

Updated as I cut and pasted to GameFAQs. Added maps used for Megalopolis, Practice, and Land Value. Added subsection on how to reach Megalopolis.

### Version 1.4

*January 2018*

Learned how to format for GameFAQs better and cleaned some things up.

### Version 1.5

*Mid-January, 2018*

Took out most of the ASCII art and replaced with PNGs. Justified most of the sections.

### Version 1.6

*Early February 2018*

Added the Upgrades and Unused Sprite sections to Misc.

### Version 1.7

*Late December 2018*

Updated PDF to reflect changes I'd made for online guide at GameFAQs.com.

## Dedication

I dedicate this guide to Jeremy Clothes.

The summer after third grade I moved from a house in Arizona to an apartment complex in Texas. Amongst the roaming bands of apartment kids, this high-schooler and I bonded over Nintendo. He introduced me first to the NES RPG classic *Destiny of the Emperor*, followed by a game on his computer called *SimCity*. I remember him teaching me the FUND code and trying to explain to a nine-year-old why not to use it too much. My love for the game starts at his dining room table. Thanks, Jeremy. You have no idea how much those brief gaming sessions meant to me.

## Purpose

I'm writing this to serve two goals: One, to help you master *SimCity* on the Nintendo NES, and two, to discuss the differences between the NES prototype for *SimCity* and the released version on the Super Nintendo.

All glitches/bugs found in the game have been denoted using a **Blue Font**. All changes between the NES and SNES versions have been denoted using a **Red Font**.

## II. Controls

This section will go over the controls of the game in the various modes of play.

### Game Set-Up Menus

When in the menu screen, the controls work as follows below.

- **D-Pad** - Pressing a direction will have the result of the same direction being moved by your cursor.
- **SELECT** - No apparent use.
- **START** - Confirms a selection.
- **B Button** - Backs out of a selection.
- **A Button** - Confirms a selection.

### Game Controls

When looking at the landform and building your city, the controls are as follow below.

- **D-Pad** - Moves your cursor in the direction pressed.
- **SELECT** - Press once to go to the Building Menu on the left side of the screen. Press it again to return to the place your cursor was on the map to begin with.
- **START\*** - Press once to go to the Building Menu (**Options on SNES**) on the left side of the screen. Press it again to return to the place your cursor was on the map to begin with.
- **B Button\*** - When held, it will remove the Options and Building Menus from the screen and allow you to zoom around the map quickly.
- **A Button\*** - Confirms any selections you make on both menus. This will also build something when selected from the Building Menu as well as use the Bulldoze selection.

#### ***\*NES/SNES Changes:***

*The Start Button goes to the Building Menu and not the Options Menu at the. Options seems like better use of the button, and if the rom is looked at, I would suggest having it go up to Options instead.*

*The A and B Button actions are reversed. Having played the NES version pretty extensively now, I didn't notice nor do I mind the change. I was just happy the ability to jump to the menu and back was there, as well as being able to fast pass the map.*

### III. Game Menu

This section will list the game setup menus, and what each one allows you to do.

#### Resume Saved City

This takes to your saved city.

#### *\*NES/SNES Changes:*

*The Nintendo prototype only has one save file, so you go straight to it. In the SNES version, you could save two cities and you would choose which to open.*

#### Practice

Takes you the practice scenario, where you are given a small island and a goal to build a city of 30,000 in five years. When you start the practice scenario, you're greeted with the following two text screens before you start:

*"Welcome to the world of SIM CITY! SIM CITY is a city building game, where you are the mayor. You do the land zoning, adjust the budget, lower skyrocketing crime rates, iron out traffic snarlscontrol enviro-mental pollution, and many other elements that require your attention. To begin with, lets aim at building a city with a population of 30,000 people."*

*"You can see the entire map by pressing the B button and the control pad simultaneously."*

**Due to a bug in the game, Practice cannot be beat on the NES prototype. (Noted again in Bugs/Glitches)**

#### Start New City

This will take you to the Generate New Map screen where you can select a Landform. You can select anywhere from map 000 to map 999. The interactive elements of the Generate New Map screen are as follows:

- **NEXT MAP** - Moves your choice to the next map number.
- **PLAY GAME** - Confirms your selection for a map to play.
- **No.** - This shows what map number you are on.
- **^** - From left to right these move the map numbers up by 100, 10, and 1.
- **v** - From left to right these move the map numbers down by 100, 10, and 1.

#### Input Your City's Name

Once you choose a map, you'll be prompted to name your new city. You are able to use numbers and some punctuation, including the comma, period, dash, and colon. You are given a total of 10 characters for your name.

#### Input Your Favorite Word

Next you'll be prompted to input your favorite word. You are able to use numbers and some punctuation, including the comma, period, dash, and colon. You are given a total of 10 characters for your name.

#### Game Play Level

Last, you'll pick a starting level. You have three choices:

|        |                          |
|--------|--------------------------|
| Easy   | Initial Funds : \$20,000 |
| Medium | Initial Funds : \$10,000 |
| Hard   | Initial Funds : \$ 5,000 |

**As far as I could tell, level choice is disabled and you start on Easy no matter what you pick, or at least you always start with \$20,000, leading me to believe it's set to Easy. (Noted again in Bugs/Glitches)**

#### *\*NES/SNES Changes:*

*There do not seem to be an alternate 1000 Landforms on the NES prototype. If you choose a map and come back to it, it will be the same Landform as before. Also, Map 061 is no longer the best map. It has yet to be determined which map is, but 9-10% water properly placed should allow you to achieve a Megalopolis. I mean, I did it. Frank did, too.*

## Select Scenario

Entering here allows you to select from the original six scenarios, and then the two bonus scenarios later once you meet certain requirements with the original six scenarios. Once a scenario has been completed, its box will be boarded up and marked CLEAR. Beating a scenario doesn't stop you from playing it again if you'd like. See the Scenario Descriptions section for more details.

## IV. Game Screen

This section discusses everything that's on your main screen while playing the game.

### Cursor

You'll be making all selections using a small, finger-pointing hand. If you've ever used a computer, this should be a familiar cursor to you.

### HUD

The SimCity HUD occupies the top part of your screen, above and to the right of the Options Menu. There are four lines used to show you your city's main info.

#### City Name

In the top left corner of the first line is your city's name. In Practice, the name defaults to SimCity. In the scenarios, all the cities names fit the 10-character limit except San Francisco and Rio de Janeiro, who are instead represented with the names Cisco and Rio.

#### Population

To the right of your city's name, also on the first line, is the Population Counter. It's represented by a human figure followed by the total of citizens living in your city at any given moment. The population counter has six digits, maxing out at 999999. **Needs to be checked on the NES version.**

#### Time

The last part of the HUD's first line shows you the date. Listed as the year followed by the current month.

### Alerts

From time to time, you'll receive alerts that scroll across the screen just above the Options menu on line two of the HUD. This is the game's way of letting you know things to progress your city. Below is a list of alerts and what to do to alleviate them. I believe the max character limit for Alerts is 24 based on the Debug Mode's message.

**More (Residential/Commercial/Industrial) Zones Needed** – Usually only occurs at the beginning of the game while planning your city, this alert shows up when you have a radical imbalance in your zones. Can also occur after rezoning for max population, when an imbalance is used on purpose.

**Build More Roads** – This usually happens when you are first starting out and have yet to provide access to your zones. Unfortunately, if you are doing an all Rail layout, then you will continue to get this message throughout the game.

**Inadequate Transit System** – This means you don't have down enough tiles of Rail. Bulldoze areas with traffic and replace with Rail.

**Build a Power Plant** – This happen when you have built more zones than your Plant(s) can handle. Simply build more stations to meet the demand. This alert can also trigger two other times:

- When your city reaches a certain size, usually after becoming a Metropolis, brownouts occur. There is no way to rectify this. No matter how many Power Plants you build it will still happen and this will trigger the alert.

- Sometimes after returning from the Budget screen at the end of the year, you will come back in January to have this message scroll across the screen. I never saw any outages, so this is most likely a bug and can be ignored.

**Citizens Demand a Fire Station** – After you reach a population of 2000 and Dr. Wright announces you're a Town, this alert will show up. Once you build a Fire Station, this message goes away. If you already have one built, then this message never appears.

**Citizens Demand a Stadium** - After you reach a population of 10000 and Dr. Wright announces you're a City, this alert will show up. Once you build a Stadium, this message goes away. If you already have one built, then this message never appears.

**I AM GODI WISH YOU HAPPY** - This alert is shown when Debug Mode is toggled ON.

**I AM GOD DEBUGOFF** - This alert is shown when Debug Mode is toggled OFF.

## Budget

Located on the third line of your HUD, your funds are represented by the cash sign (\$) followed by the total amount you have. It looks to have only six digits, maxing out at \$999,999, but it is possible there may be another digit for hitting a billion? **Needs to be confirmed.**

## Building Menu Selection

Split between the third and fourth lines of your HUD is your Building Menu Selection. When choosing something from the Building Menu, the choice will be reflected just below your Budget. The Icon for your selection, represented as a person in front of a building, is just to the left of your budget on the HUD's third line. Just below on the fourth line of the HUD it will display both the name of your Building Menu selection as well as the price use it.

## Map

The rest of the game screen is composed of the Landform you chose as your Map. This is where you build your city and achieve your Mayoral dreams.

## In-Game Menus (Game Screen)

There are two menus on the main game screen, the Options Menu at the top of the screen and the Building Menu on the left of the screen. Both will be discussed in the following section.

### *\*NES/SNES Changes:*

*On the SNES version, your Landform's total size is 100x120 tiles, whereas the NES version has been greatly reduced to a map the size of 76x76 tiles.*

~~~~~

V. In-Game Menus

This section will look at all the menus that you can access while playing, and how they work.

Options Menu [Red Top Bar]

At the top of the screen are six icons surrounded by a red border. This is where all the information about your city can be accessed. I'll cover each selection, going left to right.

**NES/SNES Changes:*

Overall, changes here include the addition of the Magnifying Glass and Inspection to the SNES version, as those are missing from the NES prototype.

Game Speed

Icon is a clock. You have four choices arranged in two rows of two (left to right, top to bottom):

- | | |
|----------|---------|
| • High | • Slow |
| • Medium | • Sleep |

The icons appear as a moving character, going from Fast (running), to Medium (jogging), to Slow (walking), ending with Pause (sleeping). On Sleep, time does move, but it is so slow that the amount of time passing doesn't matter.

Option

Icon is a hand pressing a button. You have four choices (left to right, top to bottom):

Auto- Bulldozer (Auto Bulldoze)

Starting setting is ON. Allows you to build over Park, Trees, Power Lines, and Rubble instead of manually removing such obstructions.

Auto- Budget (Auto Budget)

Starting setting is OFF. If Auto- Budget is ON, you do not go to see the fiscal statement at the end of year.

Auto- Go To (Auto Go To)

Starting setting is OFF (ON). When ON, the traffic helicopter will call your attention to where heavy traffic congestion occurs (a traffic report), or where a Disaster has just occurred/is occurring. An exploding building will also trigger this feature.

Background Music (or B.G.M.)

Start setting is ON. This controls the music playing in the game, so turn it OFF if you prefer silence.

If Auto- Budget is ON in the SNES version, you do not go to see the fiscal statement at the end of every year. Unfortunately, this feature is broken on the NES prototype and would need to be fixed for a proper release. (Noted again in Bugs/Glitches)

*****Changes between the two consoles:***

Auto Go To is automatically ON in the SNES version, whereas in the NES prototype it defaults to OFF when you start a game. The only other differences here are the wordings. Because of reduced screen size, the titles are mostly hyphenated and on two lines in the NES prototype.

Disasters

You can enable the following disasters on this menu selection. There are six disasters to choose from (left to right, top to bottom):

- Fire
- Flood(s)
- Air (Plane) Crash
- Tornado
- Earth-quake (Earthquake)
- Monster (Bowser) Attack

****NES/SNES Changes:***

The biggest change here is in the disaster menu relating to Godzilla/Bowser. On the NES prototype, the change has not been made to reflect the Mario IP. The Disaster Menu icon is a mini-Godzilla, where as in the SNES version it's a Bowser/Monster footprint. Once in menu, it is the same for the Monster Attack selection. The image for the disaster looks like Godzilla stomping on a small town.

Again, like with the Options, the only other changes here are wording choices, again presumably due to the reduced screen size of the NES. I like Air Crash.

Windows (Information)

You can access city selections and information here. You have six icons to choose from, arranged in two rows of three (left to right, top to bottom):

Maps (Map)

Icon is an island with a city grid laid out on it. Maps allows you to view stats about your city. There are nine different selections, with eight providing you stats that are viewed after clicking their icons (top to bottom):

Exit - The menu icon is an arrow pointing off-screen away from the map with a person running the same way above it. Simply click this icon to go back to the Game Screen at any time.

City Map (Comprehensive) - Shows your map with Zones. When picked on the menu, you are prompted to pick one of four options: All Zone, Residential Zone, Commercial Zone, or Industrial Zone. Zones are represented on the map as large or small grey, depending on the density of the zone in that area.

When a zone is picked, a new title appears above the map. While it always says City Map, text below it changes based on the zone choice and says "Comprehensive" when choosing All Zone. A little key appears in the top left hand corner of the HUD with four areas: Trees (light green), River (dark blue), Clear (cream), and Buildings (grey).

Power Grid – The menu icon is three power line poles. If you see red (orange) across the board, then all of your Zones have power. However, if you see blue (green), then you have at least one unit that is without power.

Population Map - The menu icon is two people. This map has two settings:

Population Density: Shows the population density of your city and which part contains the most heavily and the least concentrated groups of people. The smallest concentrations get blue (dark green) colorings, which lighten to green, then yellow for medium concentration, and increases to orange, with red for the highest concentrations of citizens.

Rate of Growth: Shows the rate of growth for your city. Anywhere that is green is losing people, and anywhere that is yellow, orange, or red is in a state of growth, with red being the most aggressive increase.

Traffic Density - The menu icon is a car. This will show you where in your city you have any traffic density. The same blue to red scale applies in regards to the severity of traffic congestion.

Pollution – The menu icon is a building with pluming smoke stacks. This will show you the trouble areas of your city where you have pollution. The same blue to red scale applies in regards to the pollution levels.

Crime Rate - The menu icon is a gun and knife. This will show you the areas with the most crimes. The same blue to red scale applies in regards to the severity of the affected area.

Land Value - The menu icon is moneybag. This breaks down your city by worth. The same blue to red scale applies in regards to area values.

Department Stats – The menu icon is a municipal building. This one has two settings:

Police Coverage – Icon is a police station. Shows the police coverage for your city from your Police Departments. The same blue to red scale applies in regards to the level of coverage provided.

Fire Coverage – Icon is a fire station. Shows the fire coverage for your city from your Fire Departments. The same blue to red scale applies in regards to the level of coverage provided.

NOTE!: The Map window is presented to you in real time; meaning time still passes while viewing stats here. You are taken out to view the budget at the end of the year, but when done you return back to the screen previously in view.

The only exception is if a Dr. Wright message is triggered, in which case time will stop until you exit back out to your city screen. There is no indication this has happened, other than noticing it's been the same month for a while in your HUD. (Noted again in Bugs/Glitches)

***NES/SNES Changes:**

The removal, or in this case, the inclusion of the Road Map in the SNES version, is the main change here.

Evaluation (Voice)

Icon is two people with their hands raised (as if to vote?). Takes you to a bulletin board on the side of a brick wall/building with sheets of paper tacked onto it. There are two sections:

Public Opinion – The top sheet of paper on the left lets you know if the population thinks you're doing a good job. The bottom sheet of paper on the left lists what the population thinks are the worst problems with your city (+20% is considered a HUGE issue for citizens).

Statistics - The following numbers are listed: Population, Net Migration (last year), Assessed Value, Category, Game Level (easy, medium, hard), and overall city score with both Current Score and Annual Change. (Starts at 500).

Graphs (Graph)

Icon is a bar graph. This will plot the progression of the following stats on a graph for you to compare how they have affected your cities growth: Residential Zones, Commercial Zones, Industrial Zones, Pollution, Land Values, and Crime. You can only pick two areas to compare at a time.

The last two buttons will give you a time period upon which to look: 10 year allows for more recent developments to be viewed for patterns, while the 100 year allows you to view the long term patterns that have developed.

**NES/SNES Changes:*

The time period for which you view the graph is 100 on the NES prototype where as in the SNES version it was 120.

Budget (Tax)

Icon is a cash register? Money on a table? This will allow you to view and change the following: Tax Rate (set between 0% and 20%), Transit/Police/Fire Funds (set between 0% and 100%), and shows Taxes Collected, Cash Flow, Previous Funds, Special Income, and then Current Funds.

After getting the Bank as a Present and placing it on the map, you'll be given the option of taking out a loan, at which point a Bank button appears on this screen.

Bank

If you haven't taken a loan, then you'll go to a new page that has a building (presumably a bank) that gives the option of taking a \$10,000 loan. If you take the loan, one of the three window's shades draws up to reveal Dr. Wright holding a wad of cash. Despite the Bank font being green, for some reason both Dr. Wright's hair and the money are depicted in greys.

If you have a loan out, then you go back to that same page where it tells you how much left you owe on the load in terms of \$500 x Years Left.

**NES/SNES Changes:*

The Bank becoming a button on this page in the NES prototype is way different, where in the SNES it became it's own selection in the Options Menu under Information after you built the Bank Present.

Overview (Total):

Icon is a spreadsheet. This lists the total number of buildings and the percentage of the total buildings they make up. There are two columns of information:

-
- **First Column** - Consists of zoning by Residential, Commercial, and Industrial Zones, then broken down by Developed and Undeveloped, followed by Other, and finally Total. At the bottom are your Roads, Rails, and **Power line (sic)** in km totals.
-
- **Second Column** - Lists numbers for the following: School, Hospitals, Stadium, Fire Station, Police Station, Air Port, Sea Port, and Power Plants. At the bottom Park area, Forest area, Open land area, and Water Way ar. That is not a typo, it says, "ar."

Histry (sic) (History)

Icon is a series of three photographs. Displays the last seven events. Events recorded include increases in city size and disasters. Misspelled in the game, most likely due to space.

Game

Four options to choose from:

Save City - Allows you to save the current game.

Load City - Allows you to load your previously saved game.

Go To Menu - Allows you to exit to the Game Set-Up Menu.

Quit – Takes you to the Good Night Screen. You have to reset to get out of it, as far as I could tell.

Dr. Wright

Go here to read if you have any outstanding problems within your city that need fixing. He will sometimes offer advice. Pay attention, as he knows this game. His default message is as follows:

<p>Good job <i>Good job Mr. Mayor! Your fine city is growing very nicely. I don't see any problem areas, so keep up the good work!</i></p>

Yes, I made that boxed message from scratch. Old school. You can have every single disaster on-screen and most likely when you go to this selection you'll see that message. You're basically always doing a good job.

***NES/SNES Changes:**

I believe that on SNES, if you bother Dr. Wright too much, he gets mad, and will turn his back on you (but not permanently). I bothered him over and over on the NES prototype without any occurrences of that happening.

Go To (Go To Helicopter)

Use this to find events quickly on the map. This only appears next to the main menu when something of significance happens, like a bad traffic, an air (plane) crash, or a building exploding.

Building Menu [Blue Side Bar]

This section will look at the Building Menu and describe what each section does.

Building Units

This section will look at each Building Menu selection used for developing your city and describe how much each selection costs, what it does, and the unit's size. For the name of each selection below, I used the name as it appears in the HUD of the NES prototype.

***NES/SNES Changes:**

The biggest difference in NES vs. SNES is the size of the building squares. In the SNES SimCity, a normal zone is a 3x3 square. In the NES version, a normal zone is a 2x2 square. It also doesn't allow for stacking, meaning that if you bulldoze anywhere on any zone in the game, it will destroy the entire building.

Building over water doesn't affect price on the NES prototype. I'm not sure if that was something they added to the SNES version, if it was left out of this version, or if it is coded in the game but simply not working.

Building the Seaport never seems to bring in a Ship.

Both the Seaport and Airport have two spellings in the game. One spelling occurs in the Building Menu after choosing the Port icon, bringing up the Port submenu, where they are called "Seaport" and "Airport". Once chosen, the spelling in the HUD says "Build Sea Port" or "Build Air Port" depending on your selection.

Bull Doze Area

Cost	\$1
Effect(s)	This will remove any objects from the map screen (excepting fire, flood water, and other disasters in progress). Buildings demolished will have the square selected cleared with the rest becoming Rubble.
Size	1x1

Build Roads

Cost	\$10
Effect	Connects Zones to allow access. Costs money for upkeep, causes Traffic.
Size	1x1

Build Power Line(s)

Cost	\$5
Effect(s)	Give power to buildings. Can cause Shipwrecks when placed in water.
Size	1x1

Build Mass Transit

Cost	\$20
Effect(s)	Connects Zones to allow access. Double the cost of Roads. Need to pay for upkeep. No traffic. Unlocks Train Station Present.
Size	1x1

Build Park

Cost	\$10
Effect(s)	Raises land values. Unlocks Large Park Present.
Size	1x1

Zone Residential (Zone)

Cost	\$100
Effect(s)	Creates a Zone for people to move into your town to live.
Size	2x2

Zone Commercial (Zone)

Cost	\$100
Effect(s)	Creates a Zone for businesses to move into. They are the least needed of the three Zones and are least important, but have largest capacity.
Size	2x2

Zone Industrial (Zone)

Cost	\$100
Effect(s)	Creates a Zone for industry to move into. Creates pollution.
Size	2x2

Build Police Dept(artment)

Cost	\$500
Effect(s)	Decreases crime. \$100 per building at end of year budgeting. Unlocks Police HQ.
Size	2x2

Fire Dept(artment)

Cost	\$500
Effect(s)	Creates a radius of protection from Fire in your city. \$100 per building in operation to maintain coverage. Unlocks Fir HQ.
Size	2x2

Build Stadium

Cost	\$3000
Effect(s)	Required to promote growth after becoming City. Increase in Land Value?
Size	3x3

Port, Build Sea Port

Cost	\$5000
Effect(s)	Required to promote growth after becoming Capital. Produces pollution. Places a Ship onto the map.
Size	3x3

(Coal) Power Plant, Coal

Cost	\$3000
Effect(s)	Powers 40 Zones. Cheap and will not meltdown. Produces pollution and powers only 1/3 the Zones of a Nuclear Power Plant.
Size	3x3

(Nuclear) Power Plant, Nuclear

Cost	\$5000
Effect(s)	Powers 120 Zones. Zero pollution. Higher initial cost and it can meltdown.
Size	3x3

Port, Build Airport

Cost	\$10000
Effect(s)	Places a Helicopter and Airplane onto the map. Required to promote growth after becoming Metropolis. Produces pollution. Air (planes) Crashes can occur.
Size	4x4

Presents

This section lists every Present, how to get them, and the effects of each one. All Presents are 3x3 blocks. After clicking the Present icon on the Building Menu (a briefcase that opens when receiving Presents then closes again), a submenu with four spaces for Presents (two rows of two) appears. Until a Present is given, each of the four spaces is occupied with a question mark.

**NES/SNES Changes:*

In the NES prototype, as far as I could tell Presents gave no boost to surrounding land value. Which unfortunately makes most of them somewhat useless. Without a bonus, they simply become eye candy for the Mayor that wants a pretty city.

The “Extra Land” and Library Presents are not currently awarded unless you trigger it by going to the Dr. Wright button in the Options menu.

Amusement Park

Requirements	Reach a population of 120000.
Effects	Brings \$100/year to the city.

Bank

Requirements	Reach City ranking (10,000 people) and go under \$2000 in cash reserves.
Effects	Allows you to take out a \$10,000 loan, spending 21 years paying back the loan at \$500 per year (paying an extra \$500 in interest).

Casino

Requirements	Reach a population of 200000.
Effects	Brings \$100/year to the city. Raises Crime Rates across the city by 1 point.

Expo

Requirements	Play till January 1950 (50 years).
Effects	None (Raises Land Values.)

Extra Land “Water Reclaimed”

Requirements	Build two Seaports.
Effects	Reclaims up to 3x3 tiles of water.

Fire Headquarters

Requirements	Build a total of 10 Fire Departments.
Effects	Increased Fire coverage in the immediate area. Cost \$100/year to maintain.

10th Monument {Obelisk}

Requirements	Play till January 1910 (10 years).
Effects	Brings \$100/year to the city.

Large Park

Requirements	Build 200 tiles of Park.
Effects	Brings \$100/year to the city.

Library

Requirements	Reach a population of 70000.
Effects	None (Raises Land Values.)

Police Headquarters

Requirements	Build a total of 10 Police Departments.
Effects	Increased Police coverage in the immediate area. Cost \$100/year to maintain.

Train Station

Requirements	Build 150 km of track.
Effects	None (Raises Land Values.)

Statue of Liberty

Requirements	Play till January 2000 (100 years).
Effects	None (Raises Land Values.)

White House Building

Requirements	Reach a Town (2,000 people).
Effects	None (Raises Land Values.)

Zoo

Requirements	Reach a population of 250000.
Effects	Brings \$100/year to the city.

RCI Meter

At the bottom of the Building Menu after Presents is your RCI meter. This lets you know which zones your city's citizens are asking for, and which ones they think you have too many of, depending on which way they bar graph indicates. If they are going up, it's positive as indicated by the + sign on the upper right hand. If they are pointed down, then it's negative as indicated by the - sign in the lower right hand corner.

There are three bars on the graph, both indicating their respective zoning with a letter in the middle of the graph and coloring corresponding to their zoning square. They go in the order of Residential, Commercial, Industrial, or RCI on the tiny graph.

For more information on how the RCI meter works and affects gameplay, see the Game Mechanics section.

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## VI. Disasters

This section will outline what each disaster does, how dangerous each one is on a scale of 1-10, and if they can be purposely triggered. **I believe the Nuclear Meltdown notification does not occur. (Noted in Bugs/Glitches Section)**

### Airplane crash (sic)

*"An airplane crash has started a fire. Don't let the fire get out of control or the whole city may be lost."*

A Plane crashes into whatever might be directly below it when the accident occurs. Effects a 1x1 area (five square X) and can potentially cause a fire. Buildings below a crash will be destroyed, but don't always explode with flames.

**Danger Rating:** 3/10

### Monster (Bowser) attack (sic)

*"A giant monster has been sighted leveling parts of Tokyo!"*

A Godzilla-like monster stomps through anything that gets in his way! When crossing over buildings, they will either be demolished to rubble or explode in fire.

**Danger Rating:** 7/10

### Earthquake

*"Your city is being shaken to rubble by an earthquake! We need to be sure any fires are put out and everyone has power."*

The ground shakes, which can cause wide devastation if it is a big one on the Richter Scale (severity of quake is randomized).

**Danger Rating:** 9/10



## Fire (Disaster)

*"Have you built a fire department yet? I would strongly suggest doing so before the rest of the city is an ashen ember."*

A fire breaks out in any spot on the map without the help of outside disasters influences. Literally a fire, it occupies a single 1x1 tile.

**Danger Rating:** 2/10

## Flood

*"Mr. Mayor! The land is being flooded. Develop-ing the shoreline will help prevent this prob-lem."*

Water floods over the banks of the body of water in undeveloped waterfront property.

**Danger Rating:** 4/10

## Nuclear Meltdown

*""*

The fallout will make many surrounding areas unlivable, and the plant has the potential to become a huge fireball. May also be demolished into rubble. This disaster cannot be triggered, but can randomly occur in game if playing on Medium or Hard.

**Danger Rating:** 6/10

## Tornado (sic)

*"A tornado has been spotted and is causing tremendous damage. I'm afraid the only thing you can do is wait while it destroys everything in its path."*

A funnel appears on the ground and rampages through your city leaving a trail of destruction and fires.

**Danger Rating:** 8/10

## U.F.O. Attack

*"?????"*

U.F.O.'s fly down over your town, spray the area with their disrupters, and leave you with lots of burning buildings (if they survive the initial attack, they may still be razed to the ground in the ensuing, out-of-control fires). This disaster cannot be triggered, and may only occur in the Las Vegas bonus scenario.

**Danger Rating:** 9/10

### *\*NES/SNES Changes:*

*The actual Monster Disaster itself is different than the SNES version, looking more like a monster and nothing like Bowser. In truth, to me it resembled a cross between a Dimetrodon and the Terror Dogs from Ghostbusters due to the fin on the back and horns on the head.*

*An Air Crash on the NES prototype only destroys a single square. But with all buildings being demolished by one area being destroyed, that one square is just as powerful as the five in the SNES version.*

*The Flood and Nuclear Meltdown sprites are hard to see, as both are depicted in grey. In the SNES version the flooding would become a blue and radiation red.*

*The Nuclear Meltdown disaster doesn't trigger a Dr. Wright message. It's unknown at this time if one is programmed in the game and isn't triggering or if it was left out completely and would need to be added. The disaster does trigger the Go To button beside the Options Menu, though, and will take you to the Power Plant that has melted down.*

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VII. Building Methods

This section will give you some strategies to use in your game to help your chances of getting a better town.

How to Build

This is what made the NES prototype so much fun for me. With the change in size of the map affecting total space availability, and the change in the basic Zone sizes from a 3x3 to 2x2 square, old strategies had to be rethought, making this a refreshing take on an old friend.

For example, the donut block method of building doesn't necessarily have the impact it does in the SNES version. Presents are still a 3x3 square, making building to suit them tough due to their odd number. I did come up with some tactics in how best to utilize them, which I'll share below, but once I found out that they did not affect land value, there was really no point in placing them on the map unless they had a secondary benefit, like the Bank Present and the loan it affords you after being placed on the map.

Just because Presents in the middle no longer apply, doesn't mean that the Donut Block Method is completely done. You can still use it in the NES prototype version, replacing Presents in the middle of your block with Police and Fire Departments or Park. An added benefit if you use Park is the land value diamond that is created once total coverage of the map is achieved is significantly widened throughout the entire city.

Block Methods

You have a 6 X 6 space grid. Knowing that each Residential Zones and Commercial Zones are two spaces wide and high, you can fit nine total Zones in this grid. Since access to a Zone is needed (by road or rail), put something inside the "Donut" like a Police Department, Fire Department, or Park since they do not require road access.

Since Presents are a 3x3 square in the NES prototype, the traditional 'Gift Donut' is no longer viable. Also, none of the Presents seem to give any land value boost, so Police Departments or Park are your best use. Keep in mind, that with no Road or Rail access, you'll need more Police Department as their coverage area is reduced.

Basic Donuts:

This method of building is not recommended for a full square of Industrial. The crime and pollution created by such a volume of I in one area would be significant.

RRC	RRR	CCC	CRR
C?C	R?R	C?C	C?R
CRR	RRR	CCC	CCR

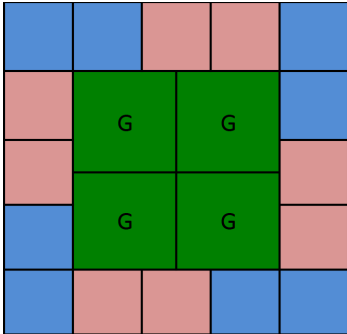
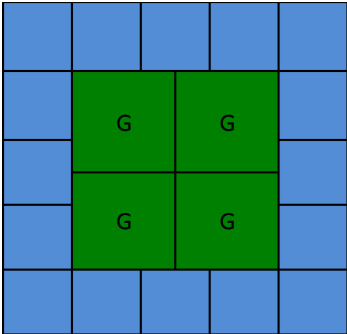
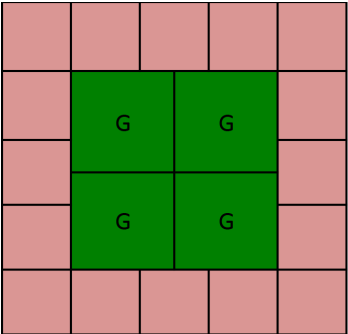
Power Plants:

N|N
 ===
 N|N

Present Block

With Presents being an odd number of tiles (3x3) compared to the normal building zones in the game (2x2), the best way to recreate the Gift Donut from other versions of SimCity is to bundle them together and create an even number to work around. 4 Presents together form a perfect block to work around.

With the NES prototype having a significantly reduced Landform size, the Land Value diamond created when covering the map completely really only dips in the corners, making this block a viable option if the Land Value bonus were to be added back to the Presents in a patch.

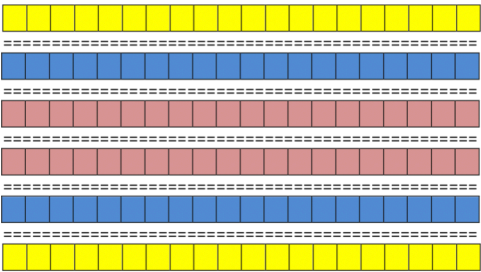


Monorail Methods

Out of the two monorail designs, I prefer the first mixed use. Since Residential Zones grow based on where they can travel, this gives it lots of options. Just be careful with the Industrial Zones, as they are Land Value killers.

Single Element Monorail

Fit in PDs/FDs/Gifts as needed.



Mixed Use Monorail



Dual Rail

There are two methods to choose from, either the mixed-use double rail system or the single zone method. I prefer the Single Zone, as it lets you put all you Industrials on the outside of the map, leaving the most valuable part (the middle of the map) for you to focus on residential. Again, with Residential Zones being influenced by where they can travel, I can also see value in the Mixed Rail Method, just be careful with the Industrial Zones, as they are Land Value killers.

Single Element Dual Rail

No need to have same elements. Fit in extras as needed.

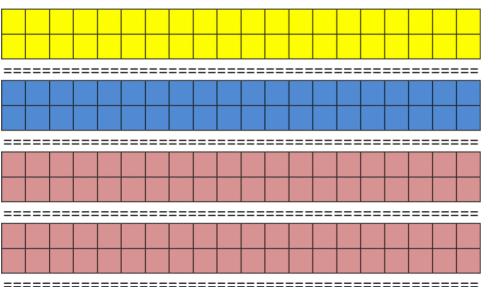


Mixed Rail Method



Single Zone Method

Fit in extras as needed.



Edging Industry Effects

An essential part of your city, but it comes with the heavy downside of pollution. Although it is not possible to rid yourself of all pollution, you can utilize the side of the map to cause about half of the pollution to go off-screen and not count towards your total pollution levels.

Land Reclamation Present

Adds land to your area. Can be used anywhere, provided there are no buildings/structure below it, including Rail or Power Lines in water. Best used to make extra room along the waterline beside a high value property. This means another Zone or two of the same type can be built there to cause another high value zone to rise since waterfront property has high land values, and hopefully create a TOP(s).

The other option for the Land Reclamation Present is to build it in the middle of water and then build a Commercial Zone(s) or Residential Zone(s) there. The high land values will make for higher ranking buildings, but be wary that it may be too expensive, and never fully develop (they will also need to have a valid place to go via transit. For more on this, see the **Game Mechanics** section).

Meltdowns

On Easy you will NEVER experience a meltdown, so Nuclear power is 100% safe on that game setting, meaning it is the preferred choice. Coal Plants are the (unfortunately) better choice on Medium or Hard. **Unconfirmed on the NES prototype, since the Level mechanics don't seem to be in place.**

Port Pollution

Airports/Seaports do not require any power to function as the necessary building zone for your city to grow larger. By not giving them any power the zones will not give off much pollution (**any pollution**), so it is best to have them where they will not be hooked into the grid. A corner of the map is best, all the benefit without any of the risk/downsides.

Reaching Megalopolis

I did it, and so can you. There's a lot working against you when playing the NES version of SimCity, but using the information in this guide, I was able to achieve a Population over 500,000. Here's what you'll need know to make your mayorial dreams come true.

Presents (Methods)

Most Presents are worthless. Since they don't give any added land value boosts on the NES, I recommend not using them for the most part. There are a few that have benefits that can still be used to your advantage. I originally included the Fire Headquarters, but I never used it. And with no disasters because the game defaults to Easy, it's essentially worthless, too.

Police Headquarters - Increased Crime Coverage

Extra Land - Increases Land Coverage, Decreases Water Coverage

Bank - Gives \$10000 Loan

Water

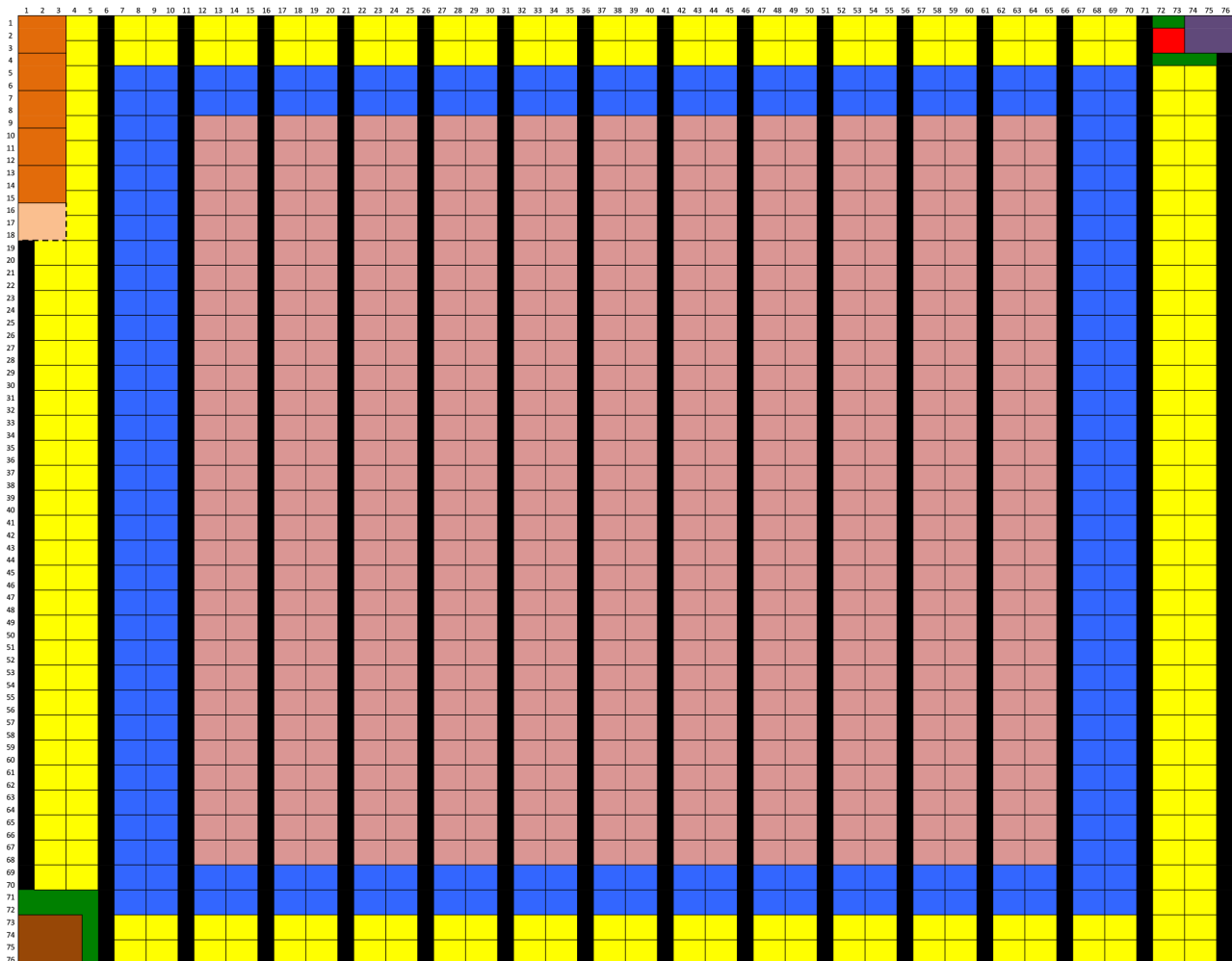
Water is your friend on the NES. With Presents no longer giving you a Land Value boost, the only way to achieve R or C-Tops away from the center of the map is to placement of Zones near water. You'll always want to choose a map with high land content, but water and it's placement are also critical. Try to find a map where the water is placed away from the center, as Land Value will always radiate from the center of a completed map outwards. The corners are typically the lowest growing areas, so water near them would be ideal.

City Layout

With the NES map being 76x76, this is the layout I used to achieve a Megalopolis. Modify and adjust as needed to fit your chosen map. The color code is as follows:

- Rail (Black)
- Park (Green)
- Industrial (Yellow)
- Commercial (Blue)
- Residential (Light Red)

- Fire Station (Dark Red)
- Airport (Brown)
- Seaport (Purple)
- Power Plant (Orange)



**NES/SNES Changes:*

*Because of the reduced block size of regular Zones, the Donut Block method has to be rethought. Since you can't choose a level other than Easy, no disasters will ever happen. Airports and Seaports seem to give off some pollution even if they are never hooked up to electricity whereas in the SNES version they don't unless given electricity. **Need to double-check this.***

IX. Voter Complaints

This section will list some problems presented to you by the voters, and what ways these problems can be dealt with. If you get all of the complaints to less than 20% each, you have succeeded in taking the problems far enough under control to have the voters deem it a good enough situation for their mayor to stay in office. **Unconfirmed on the NES prototype.**

Crime

This is a serious problem the whole game, so try to keep lots of Police Departments spread out over the landscape. Try to use overlapping coverage so three or four stations have their outer most coverage combined with other stations' coverage to form a decent security net.

Fire (Complaint)

If this is considered a problem, you need to work on your disaster recovery skills. Be sure to have good fire coverage, and also bulldoze around the fires to contain them (no fuel = no fire). Fires can only move to squares that are capable of catching fire, like buildings, Roads/Rail, Park, or Forest, and then only squares that are adjacent to it's sides; Fire cannot move diagonally.

Housing Costs

Occurs when your land values are too high, and/or Residential Zones are too far from Commercial Zones and/or Industrial Zones. Try to have a few areas of low land values so the people coming to your town have a choice. The other problem, Zones being too far apart, can be addressed by making sure that Zones have an appropriate place nearby to travel. This is a problem you typically want to have, as the beneficial side of it outweighs the complaints. However, it can kill a Challenge Scenario as it affects the overall score.

Pollution (Complaint)

This is a common problem faced by every city. To make this lessen in severity (it can not be eliminated completely) here are some solutions:

- Build Industrial Zones on the edge of the map to have Pollution go off-screen (does not register),
- Use Park where ever you can to raise Land Values and lower Pollution (think Greenzo),
- Use Rail as much as possible (reduces Pollution and Crime), and
- Use Nuclear Power Plants instead of Coal (no Pollution, but risk a meltdown on Medium or Hard).

**NES/SNES Changes:*

I included these tips in case it's fixed, but the NES prototype does not seem to add Pollution or Crime to Roads and you'll never have a meltdown because Medium and Hard settings aren't enabled.

Taxes

The game gives a default setting of 7% to start the game, and that is a good starting point. However, when you need money, the people will start to really complain if you raise it too much. Try to stay around 7% or 8% most of the time so you make a little bit of money from your people, lots overtime. If you need cash desperately, jack up your rate up to some obscene level near the end of the year (two or three months before, as an example) so you take a little bit extra for the fiscal year, then lower back when reviewing the Budget at the end of the year.

Traffic

The ultimate solution to your traffic woes is to just not build Roads at all, instead using Rails. However, that is an expensive venture, so try for a hybrid combination, and be sure to at least use Rails in the traffic heavy sections of your city (until you can afford to replace all Roads with Rail instead).

**NES/SNES Changes:*

Again, the NES prototype does not seem to add Pollution or Crime as a byproduct of Roads.

Unemployment

Try to keep more total Industrial and Commercial Zones than Residential Zones, as more Residential than those two put together is where this complaint comes from.

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## IX. Game Mechanics

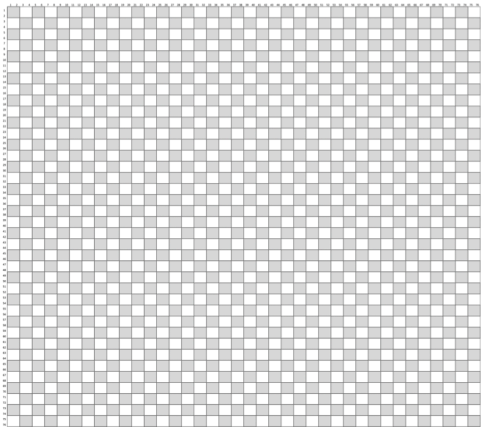
This section was pulled directly from the SNES SimCity guide on GameFAQs written by Brian P. Sulpher. While I have not had time to test everything in this section, I have gone through and changed any information that was different on the NES prototype cart. Being that the NES map is a grid of 76x76 squares, the 4x4 grid system fits perfectly, leading me to believe that most of the game mechanics presented in this section will be similar, if not exactly the same.

Very Extra Special Thanks to the Brian P. Sulpher and the GameFAQs SimCity board denizens, who have given freely the information contained within this section!

## The 4x4 Land Grid

Everything in this game is divided into calculations performed in 4x4 Zones. Understanding how the unseen divisions in your city work will influence every other Game Mechanic. The grid is broken into 4x4 Zones, checkerboard style.

Keeping this in mind, it will have effects on all the Game Mechanics to follow, as the Zones will calculate their value, depending on what is in that Zone, and how many 4x4 Zones they touch.



## Land Value Mechanics

This is the most important thing to understand and know how to use to your advantage, as the higher the Land Value, the better result in Zone development you will experience. Land value is calculated by taking into account the following factors:

- Water
- Forest
- Park
- Presents
- Center of City

### Water/Forest/Park

Any 4x4 Zone that contains these tiles will experience an increase in Land Value, and any 4x4 Zone touching these 4x4 Zones will experience a boost in Land Value as well (as this example shows).

### Presents (Mechanics)

In the NES prototype, Presents give no increase in Land Value. It is yet to be determined if this is a bug in the code or if the increase in Land Value was a feature added to the SNES version.

### Center of City

The closer to the City Center you get, the higher the Land value on average. The Land values will shift from where the heaviest concentration of buildings are (i.e. the "Center"), meaning the Center moves during the lifespan of your City. It will eventually settle to a spot near the middle of the map, as the area fills in to capacity. You can use this to your advantage, as you can shift Land Values around to help develop Zones in an area where the other Land Value factors may not be having as large of an effect.

## Residential/Commercial/Industrial Zones Mechanics

Here are how the three main Zones operate.

| Influences           | Residential                | Commercial           | Industrial |
|----------------------|----------------------------|----------------------|------------|
| Power Requirements   | Required                   | Required             | Required   |
| Transit Requirements | Special Rules              | Access               | Access     |
| RCI Meter            | Growth                     | Growth               | Growth     |
| Land Value           | Growth AND Class           | Size Limit AND Class | Ignored    |
| Pollution            | Growth AND Class           | Class                | Ignored    |
| Population Density   | Need to reach Class rating | Ignored              | Ignored    |

## Power Requirements

All zones require power in order to grow.

## Transit Requirements

Commercial and Industrial Zones require just having access to a Rail or Road to meet their needs to being growing. Residential Zones require a more involved process to meet their requirements to spur growth, as follows:

### Residential Requirements

1. They will check to see if there is a Rail or Road in contact with the Zone.
2. They will follow the Transit (Roads and/or Rails, switching between without any penalty) to see if they can reach a valid destination. Paths chosen when looking for a valid destination are random, and if it reached a "dead end", it stops looking at that point.
3. The travel must be at least one tile from the starting spot to reach a valid destination.
4. Residential Zones search for transit starting on the top-left tile of the R-Zone, checking the tile north of that, and moving clockwise.

A list of **valid destinations** for Residential Zones to travel to includes:

- Commercial Zones
- Industrial Zones
- Police Departments
- Fire Departments
- Open Stadiums
- Coal Power Plants
- Sea Ports
- Airports
- Presents

A list of **non-valid destinations** for Residential Zones to travel to includes:

- Non-building tiles (Parks, for example)
- Residential Zones
- Nuclear Power Plants
- **Domed Stadiums**

### **\*NES/SNES Changes:**

*Domed stadiums are not in the NES Prototype.*

## RCI Meter, Land Value, Pollution, and Population Density

Zones grow in two ways: by Class and by Level.

Class is a distinction between Low, Mid, Upper, and High. Class has almost no gameplay effect. It is largely used as an indicator of how much Land Value and how little Pollution was in the center tile when it last changed. However, Residential and Commercial Zones can only become a TOP only when two adjacent zones are High. This is the only gameplay effect of class.

Level is used to determine the population of a Zone. Zone Levels go up and down depending on various factors:

1. Residential Zones grow by taking into account Land Values, Pollution, and the RCI Meter.
2. Commercial Zones use Land Value as a limit to their size, and the RCI Meter for growth.
3. Industrial Zones grow purely based on the RCI Meter.

Residential and Commercial Zones build up in different classes based on Land Value factors, then subtracting Pollution factors from the score. Use the table to work out what class they will become:

| Class | Land Value |
|-------|------------|
| Low   | 0-29       |
| Mid   | 30-79      |
| Upper | 80-149     |
| High  | 150-250    |

**NOTE:** Industrial Zones pick randomly between Low and High Classes whenever they grow or shrink. As for Levels, each Zone type is unique in how they grow.



## Residential Zones

These start growth in the small housing stage, with each house holding 20 citizens. When it has a full allotment of 8 small houses (160 citizens), it can then grow into an R-1 (320), provided conditions are met. Further growth lets it get to R-2, R-3, and R-4 (800). If there are two adjacent R-4 High, then the two might even combine into an **RTOP (1920)**. Residential Zones require a Population Density of 66 or greater in order to reach R-1 size. Outside of that, they have no further limits on the way to R-4 or even RTOP. This density can be achieved by placing other Zones next to it, with Commercial Zones being a good choice in getting it to start.

The growth formula uses the R of RCI Meter, Land Value, and Pollution. It is possible to beat lacking demands by using a very high Land Value, and areas of low Land Value can still have growing Residential Zones with very high demands. Pollution has a negative effect on growth, and since it also reduces Land Value, this means Pollution is doubly bad for Residential Zones. Keep them away from pollution!

## Commercial Zones

These go straight to C-1 (160 citizens) without that small housing stage like with Residential Zones. They can grow to C-2 (320), C-3 (480), C-4 (640), and finally C-5 (800). With adjacent C-5 High, it is possible to get a **CTOP (1960)**. The maximum size a Commercial Zone can reach is based purely on Land Value. They need 160 Land Value to reach TOP. Since you need only 150 Land Value to get a High, you'll only fail this requirement if there is enough pollution to reduce the class to Upper (or worse).

As for growth, it's based on the C of RCI Meter. There also is a hidden Com Rate map stat that affects it, in chunky 8x8 blocks, but generally, the closer to the city center, the better the Commercial Zone can withstand poor demands. A maxed out C of RCI Meter will always have growing Commercial Zones, no matter what that hidden Com Rate stat says. Pollution only affects the Commercial Zone class. Since Pollution also affects Land Value, it's a sort of a double punch against the Commercial Zones class. Since lacking Land Value does not affect growth, you can build a C-5 or CTOP, then trash the local Land Value with I-Zones, and the well-developed C-Zone will retain its population. Just don't lose power, transportation, or demands, and they'll stay as a CTOP rating permanently.

### ***\*NES/SNES Changes:***

*On the NES prototype I had my CTOPs devolve, despite an insanely high Land Value and no loss of power.*

## Industrial Zones

These start growing to I-1 (160 citizens), then move to I-2 (320), I-3 (480), and finally max out at **I-4 (640)**. They also produce their full amount of pollution starting at the I-1 Level.

As for growth, the only thing that affects them is the I of RCI Meter. Since they produce Pollution, Land Value tends to drop to nothing around them, meaning it could not have an effect. The lax requirements mean it is easy to place them and expect their success, though make sure you don't ruin nearby Residential Zones (or still growing Commercial Zones). As for their Class, it is determined randomly every time they grow or shrink, but this only affects their appearance, it has no other effect.

## Police and Fire Departments

The Police and Fire Departments will always give some coverage in their respective areas of function, but with each of the following conditions met, the effective coverage provided will double in quality/size of area:

- Giving the Zone access to the power grid.
- Touching a rail/road to the Zone.
- If the Zone is a Fire/Police headquarters (i.e. a Present)

There will be times where you may not want them to have a rail/road access (like in the middle of a Donut Block), but meeting each of these requirements means you will have less need to build so many for the Police (Fire is only required with Fire being on map, so you can conceivably get by with only 1 of these in the City, which helps avoid the Alerts up top in your HUD).



## Transit (Roads and Rails)

Roads are cheaper, both in up-front costs and maintenance. Rails cost twice as much to both build and to maintain. Citizens do not differentiate between the two types of Transit tiles, meaning that even if you put tiles in an alternating fashion, the Citizens can still travel along the entire length without trouble.

A Road or Rail crossover tile (with the other transit tile type) is functionally identical to a plain Rail tile. A power line crossover allows the road or rail to act like a tile that can take power and stops deterioration. Appearances of these crossovers don't actually matter, but it can look ugly depending on the order you build things. Roads and Rails require yearly maintenance, including Road or Rails built over the water, with cost depending on difficulty. Without 100% funding, there is a chance for each existing tile to deteriorate, but power line crossovers on transit tiles stop this requirement. **Theoretically, you could do Power Lines over Rail in the entire city and cut funding to zero without any Rail deterioration. Needs to be confirmed.**

| Game Difficulty | Estimated Maintenance Cost/Road | Formula Maintenance Cost/Road | NOTES                                                                                                                                                                     |
|-----------------|---------------------------------|-------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Easy            | \$0.7                           | 179/256                       | One Rail is equal to Two Roads.<br>II. Estimated Maintenance Cost is accurate within 1% of the Formula Maintenance Cost, so it makes for a very accurate estimation tool. |
| Normal          | \$0.9                           | 230/256                       |                                                                                                                                                                           |
| Hard            | \$1.2                           | 307/256                       |                                                                                                                                                                           |

**NOTE:** After totaling the costs, any fraction of a dollar will be rounded down.

Five types of buildings desire some form of transportation, see the respective entries in this section for what they need/use Transit for:

- Residential Zones
- Commercial Zones
- Industrial Zones
- Police Departments
- Fire Departments

## Pollution Mechanics

The following are the sources of Pollution in the game, and how much of an effect they have on Land Values. I have changed several areas here, as the NES prototype seemed to react much differently than other versions, in that Roads do not seem to create Pollution or Crime.

| Source                      | Effect |
|-----------------------------|--------|
| Road traffic (light)        | 0 (10) |
| Road traffic (heavy)        | 0 (25) |
| Industrial Zone (developed) | 50     |
| Coal Power                  | 60     |
| Seaport                     | 60     |
| Airport                     | 60     |
| Fire                        | 60     |
| Nuclear Waste               | 250    |

Each existing tile adds its "value" of pollution to the 2x2 squares they reside in. This is then diffused twice to spread the pollution to surrounding tiles. Each tile of building counts as a separate tile that adds pollution; An Industrial Zone has 9 tiles (each producing pollution), so 200 goes in one 2x2, 100 goes in two 2x2, and 50 goes in one 2x2, as an example. This has a side effect when Zone stacking these buildings, as it actually reduces pollution. **Since Zone stacking can be done using the Debug Mode on the NES prototype, I left this in.**

A single tile of nuclear waste sets the temporary value for pollution on the 2x2 square to 250, the highest value allowed by the game engine.

The diffusion for Pollution is to add 1/4 (25%) of the current value to itself, and to adjacent tiles. The diffusion formula is applied twice. This effectively means that 5/16 (31.25%) of the original value is used on the same 2x2 square, 1/8 (12.5%) on the eight surrounding 2x2 squares, and 1/16 (6.25%) on the four 2x2 squares just two spots north, south, east, and west of the original 2x2 squares.

Anything diffused off of the map does not get diffused back onto the map, but this only has the effect of anything on the edge of the map will only pollute its own 2x2 square by 4/16 (25%) of the original value, and anything on a corner will pollute itself by 3/16 (18.75%) of the original value. As far as benefit to nearby zones go, this has no effect, as the only zone that could benefit is the one making the pollution in the first place.

### ***\*NES/SNES Changes:***

*The Traffic stat itself normally directly contributes to Pollution or Crime. It should change the Road tile to reflect the current traffic level, and that determines the Pollution and Crime created, but this seems to be lacking or disabled in the NES prototype.*

*Because of reduced map and building sizes, the numbers in the section above may need to be reworked for the NES prototype.*

## **Power Mechanics**

Residential, Commercial, and Industrial Zones **REQUIRE** power to grow, and they will likely shrink without it. Police Departments/Headquarters and Fire Departments/Headquarters coverage will function without power, **but does so with less effectiveness (Double check this. Could have been because of lack of Transit)** and you still have to pay maintenance for these, even without power connected to them.

*The following Zones require no power to function at 100% capacity:*

- Stadium
- Coal Power
- Nuclear Power
- All Presents (except for the Police/Fire Headquarters)
- **Airport (Needs to be confirmed on the NES prototype.)**
- **Seaport (Needs to be confirmed on the NES prototype.)**

**NOTE:** The power provided by the Power Plant Zones will be added to your total Zones powered in your city, even if they are not connected directly into the grid (only 1 Power Plant must be connected into your city's power grid).

### ***\*NES/SNES Changes:***

*Sea/Airports have no side effects if not powered. Planes and the helicopter fly as soon as the Airport is built. Simply building either makes the Alert/requirement for growth requirement fulfilled. The Seaport never triggers a Ship.*

## **Game Difficulty Mechanics**

The amount of cash you start with when beginning a new city is very obvious, as the game will tell you outright how much money you're getting when selecting difficulty (\$20,000 - Easy, \$10,000 Normal, \$5,000 - Hard). However, difficulty also has effects on other aspects of SimCity, making various changes in mechanics.

**Unfortunately, in the NES prototype, the ability to choose a level is either disabled on purpose or was never hooked up. You can choose Medium or Hard, but you always start off with \$20,000, leading me to believe that you can only play Easy on the NES prototype.**

### **Disasters (Difficulty)**

Easy has a limited list of naturally occurring Disasters, and those are Plane Crashes and Shipwrecks. Medium and Hard difficulties can have any and all Disasters happen (including the dreaded Nuclear Meltdown!), with Normal having Disasters less frequently than Hard. Exact mechanics on how frequently the Disasters occur on these settings is not 100% understood at present.

- **Easy** - Almost never
- **Normal** - Sometimes
- **Hard** - Frequently

**NOTE:** Scenarios are set to Easy, but they have Disasters that occur at set intervals.

### **\*NES/SNES Changes:**

*The Seaport never triggers a Ship, so no shipwrecks can occur.*

## **Taxes**

This Percentage listing indicates how much of your Tax haul the game actually gives you. For example, say you would take in \$2800 in taxes for the year, Easy would yield a return of \$2800, but on Normal the return is only \$2400, while on Hard the total gained is a mere \$1600. The game calculates based on the following:

- **Easy** - 100%
- **Normal** - 85.7%
- **Hard** - 57.1%

As if the reduced money wasn't enough, the game treats your Tax Rate as being higher than it actually is when determining the RCI Meter demands. 7% Taxes on Easy is considered "neutral" to the RCI Meter, so to maintain that on higher difficulties, you would need 6% on Medium, or 5% on Hard. Keeping 7% Taxes on Hard harms your RCI Meter much like 9% taxes on Easy, which is a somewhat bad strain on demands.

## **Industrial Zone Demand Adjustments**

Counting Taxes as if they were higher than they really are is bad, but the *I* part of the RCI Meter is further adjusted in regards to your Game Difficulty setting. Easy and Normal makes things work a bit easier in your favor, while hard suffers a slight decrease.

- **Easy** - x1.2
- **Normal** - x1.1
- **Hard** - x0.98

## **Tax Mechanics**

Taxes are gathered based on the following criteria:

- A number that is tallied every week (four weeks per month, 48 per year in total) based on the Tax rate that you have set at that time. The number is not visible in the game and is tallied off-screen.
- Population total (at the end of the year).
- Average Land Value in your City (at the end of the year).

The total gained from these criteria is then adjusted by the Game Difficulty setting. Game Difficulty is discussed in the Game Difficulty Mechanics section. But again, on the NES prototype this seems to be disabled and defaults to Easy no matter what.

## **X. Scenarios**

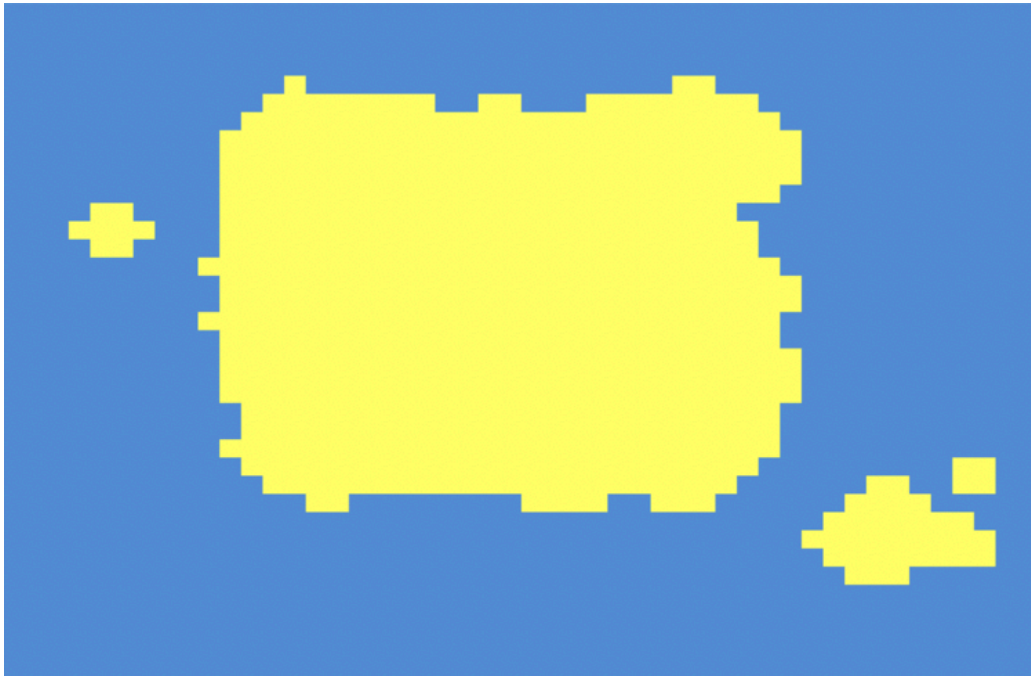
This section will look at the scenarios available to you, their duration, goal, and a quick list of things to do to make your scenario a success. Keep in mind that with the exception of the Practice scenario, you are not given any Presents, so try to make due with the ones (if any) already placed in the scenarios. We'll start with the Practice scenario, followed by the Challenge Scenarios.

### **Practice (Scenarios)**

The practice scenario is a little challenging, but after playing it a handful of times, can be accomplished. 10 years would've been nice. I've included a map after the Scenario description. Since Presents are given in the Practice scenario, try out some different strategies utilizing items like Free Land or the Police HQ.

### **SimCity (1900)**

|                    |                                                                                                                                                                                                       |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Duration</b>    | 5 years                                                                                                                                                                                               |
| <b>Goal</b>        | Reach a population of 50000                                                                                                                                                                           |
| <b>Methods</b>     | You start the scenario with a small island and a goal of 50000.                                                                                                                                       |
| <b>Cheap Moves</b> | Set the game speed to sleeping to get all of your Fire Departments into place before you set the game speed back in motion. That way, you are prepared for the impending disaster that is on its way. |



(Note: This image doesn't represent the full landform, just the islands)

**Due to a bug in the game, Practice cannot be beat on the NES prototype. (Noted again in Bugs/Glitches)**

### **\*NES/SNES Changes:**

*In the SNES version, you only have to reach 30,000 in population to succeed. Did they reduce the number because it's so challenging to hit 50000 in 5 years on the NES prototype?*

## **Challenge Scenarios**

There are eight scenarios total. You are first given six and upon completion of these you gain access to two bonus scenarios. The Las Vegas bonus scenario is the only challenge scenario to contain Presents (Casinos).

### **San Francisco Earthquake (1906)**

|                    |                                                                                                                                                                                                                                                                                                           |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Duration</b>    | 5 years                                                                                                                                                                                                                                                                                                   |
| <b>Goal</b>        | Recover from the big Earthquake of 1906, creating a bustling city.                                                                                                                                                                                                                                        |
| <b>Methods</b>     | The Earthquake will not occur immediately, so put up Fire Departments. After the earthquake hits, bulldoze debris and flammable buildings near the fires so they cannot spread. Restore power and roads/rails. Once done, create a bustling city to draw back the people you lost because of the turmoil. |
| <b>Cheap Moves</b> | Set the game speed to sleeping to get all of your Fire Departments into place before you set the game speed back in motion.                                                                                                                                                                               |

### **Bern Traffic (1965)**

|                    |                                                                                                                                                                                                                                                                                                        |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Duration</b>    | 10 years                                                                                                                                                                                                                                                                                               |
| <b>Goal</b>        | Relieve the heavily congested roads of Bern and get a Metropolis to become the National Transportation Planner for all of Switzerland.                                                                                                                                                                 |
| <b>Methods</b>     | You should work on creating a more effective rail system to take many cars off the road. Also, you should rid yourself of roads that are the heaviest in congestion on traffic. If you are a really good budgeter, you can replace ALL road with rail to create a completely non-congested road ratio! |
| <b>Cheap Moves</b> | Use the existing structure to limit costs. Most Rail is in place to touch all Zones with some help.                                                                                                                                                                                                    |

## Detroit Crime (1972)

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Duration</b>    | 10 years                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Goal</b>        | Lower crime and revive the sagging Industrial economy.                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>Methods</b>     | Your first goal is to lower the ghastly crime rate by putting as many new Police Departments in the worst crime areas to expand your coverage. Next, once the crime has been lowered sufficiently, put Industry up where your population will not be polluted by it, but they will still have easy access to it. Once you have done that, work on lowering crime till it basically no longer exists, and expand your city to increase the population. |
| <b>Cheap Moves</b> | Destroy the excess Fire Stations to reduce yearly upkeep costs.                                                                                                                                                                                                                                                                                                                                                                                       |

## Tokyo Monster Attack (1961)

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Duration</b>    | 5 years                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Goal</b>        | Recover from the monster ( <b>Big Bad Bowser</b> ) attack, creating a bustling city.                                                                                                                                                                                                                                                                                                                                      |
| <b>Methods</b>     | You start the scenario before the monster ( <b>Bowser</b> ) takes his stroll, so set up a slightly better fire coverage ratio (you may want to increase police coverage as well due to high crime). After he comes, go to work on containing the damage, and then proceed to recover your losses before you move onto the expansion of Tokyo to finish the scenario with a larger amount of people than you started with! |
| <b>Cheap Moves</b> | Set the game speed to sleeping to get all of your Fire Departments into place before you set the game speed back in motion. That way, you are prepared for the impending disaster that is on its way.                                                                                                                                                                                                                     |

## Boston Nuclear Meltdown (2010)

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Duration</b>    | 5 years                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Goal</b>        | Isolate the contaminated areas of the city, and rebuild in new areas to bring in new population.                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Methods</b>     | The disaster occurs right at the start, so bulldoze all of the areas affected by the Radioactive sections, isolate the fires, and then start to rebuild your city. Be sure to keep pollution and crime down as you work your way back up to a thriving city again, and bulldoze the extra Sea Ports, as one is all you need.                                                                                                                                      |
| <b>Cheap Moves</b> | You can hold the B Button as you enter the scenario, and then you go bulldoze the two Nuclear Power Plants before they explode. You will not have to deal with any radiation since there are NO Nuclear Power Plants left to meltdown in the first place. Patrick Jolicoeur shared that after the initial threat of meltdown it is perfectly safe to build new Nuclear Plants, as they will not meltdown. <b>Needs to be confirmed it's in the NES prototype.</b> |

## Rio de Janeiro Coastal Flooding (2047)

|                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Duration</b>    | 10 years                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Goal</b>        | Build up the waterfront properties to prevent the rising sea level from flooding your city.                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Methods</b>     | You have many years to work, so you have lots of time to get the problems under control. The first sets of floods are particularly brutal, so try your best to contain any fires that spring up as a result. After you get the floods under control, start expanding your shoreline properties to help prevent flooding. Keep in mind this scenario will have floods happen multiple times. After a few years, floods will lessen, and you will have a quicker cleanup period. |
| <b>Cheap Moves</b> | You can pause the game and bulldoze all the shoreline. Dr. Wright will still say a Flood is occurring, but with no coastline, nothing ever happens.                                                                                                                                                                                                                                                                                                                            |

## Bonus Scenarios

The following two scenarios are unlocked upon completion of the first six scenarios.

### Las Vegas U.F.O. Attacks (2096)

|             |                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Duration    | 10 years                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Goal        | Rebuild the city after U.F.O. attacks.                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Methods     | The U.F.O. attacks do not occur immediately, so beef up fire coverage. You will face multiple invasions in ten years, but the first is easily the longest (ones following are about three attacks long each, as opposed to the near twenty of the first). Build around the outside of the map to lessen chances of subsequent attacks connecting with your buildings and be sure to fix the inadequate road system by supplementing it with a more Rail. |
| Cheap Moves | No real way to do so.                                                                                                                                                                                                                                                                                                                                                                                                                                    |

### Freeland (1999)

|             |                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Duration    | Infinite                                                                                                                                                                                                                                                                                                                                                                                 |
| Goal        | Build this waterless Landform in the US Midwest to a Megalopolis with a population of 500,000.                                                                                                                                                                                                                                                                                           |
| Methods     | You would think that having NO rivers, lakes, or oceans would be great, but you have no valuable waterfront property. On top of that, no Presents! You will have to make it on pure building skills, and land development alone! Try to build slowly so you do not over saturate the marketplace with property, If done in the manner listed above, you will reach a Megalopolis easily! |
| Cheap Moves | Use existing forest and Parks to raise the land value, attracting better buildings and more people                                                                                                                                                                                                                                                                                       |

**Needs to be confirmed, but I think I did receive some Presents during the scenarios on the NES prototype, like items based on city size.**

**Due to a bug in the game, it is possible to keep playing a scenario city past the scenario's duration on the NES prototype. You can save a scenario city and load it, thereby erasing the trigger for winning/losing the scenario, allowing you to "steal" a city. (Noted again in Bugs/Glitches)**

#### ***\*NES/SNES Changes:***

*In the SNES version, you not only had to beat the first six scenarios, you also had to have one saved with a 100,000+ population to unlock the last two. In the NES prototype, it seems you only need to clear the first six in order to unlock the two bonus scenarios.*

## XI. Tips/Strategies for NES

Below are all the ways I know to get ahead in the game.

### **Tax Tip**

High tax rates do not always equal less people. I noticed on the NES prototype that I could have a city grow by slashing taxes, and once I felt it maxed out, I could raise taxes and still have a decent size population.

There will be an initial exodus as people flee these new fangled taxes, but there will also be a rebound if you didn't raise it too much. I was surprised at how many people I could have in a city after going through years of 0% taxes and then raising it to 7% for funds. Again, there was a giant dip, but it would come back and was always more than I thought it would be. People like taxes, I guess?

## Avoiding the “Reload Exodus”

When you reload a larger City (usually around the time you reach a Metropolis, or 100,000 people and above), the Power fails to load immediately. The Power issue can be mitigated almost entirely.

**Step 1** - When you got save your City before you end your game, set your game Speed to **Sleep**.

**Step 2** - Save your game.

**Step 3** - Reload your game at a later time, and let the No Power electrical bolts disappear.

**Step 4** - Turn the speed of gameplay back to your desired speed.

By doing this, you avoid the people leaving due to no power, which downsizes a lot of Zones. I did not notice a crime uptick when reloading on the NES prototype.

## Further Avoiding the “Reload Blackout”

When reloading a city, I also noticed that zones seemed to regain Power faster if the game was run on slow as opposed to Fast or Medium and the population drop did not seem to be as high, either.

## Steal a City

Due to a bug in the game, it is possible to keep playing a scenario city past the scenario’s duration on the NES prototype. You can save a scenario city and then load it, erasing the trigger for winning/losing the scenario, allowing you to “steal” the city past its duration. (Noted again in Bugs/Glitches)

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XII. Cheats/Codes

Here are some ways to skirt the game's rules to win.

Cheats

Boston Scenario

Pause the game or hold B to fast travel the map and destroy the three nuclear power plants as soon as the scenario begins. By getting rid of the power plants, you take away the ability for the meltdown to happen.

Rio Scenario

When the round first starts, pause the game and bulldoze the entire coastline. With no coast, the flooding message will appear but no water ever actually floods.

Codes

At any time during the game, press A + B + Select + Start on controller 1 to Soft Reset.

At the title screen, press A + B + Up + Left on controller 2 to clear SRAM data.

Debug Mode

During the game in any mode, at any message window (disasters, hints, information), press

Step 1 - At the same time press A + B on Controller 2 and all D-Pad Buttons Up + Down + Left + Right using both controllers in any combination (Up + Left on Controller 1 and Down + Right on Controller 2, etc.).

Step 2 - Release all buttons.

Step 3 - Hold one of the D-Pad Buttons on both controllers at the same time (for example hold Right on Controller 1 and Right on Controller 2, etc.),

Step 4 - While holding these buttons, press once any other D-Pad Button on Controller 1.

Step 5 - Exit the message window either with A or B on Controller 1.

A message "I AM GODI WISH YOU HAPPY" will scroll at the game HUD instead of regular alert messages and a debug mode is toggled ON. The debug mode makes some changes to the gameplay:

- All construction costs no money. However, the budget income/costs still work.
- Zone stacking enabled (able to place any number of buildings at any position without collision check) Causes a lot of glitches if heavily abused.

Debug Mode Off

Do the same operations one more time to toggle this mode OFF with another message "I AM GOD DEBUGOFF".

XIII. Bugs/Glitches

Here is a list of everything that was found to be either incorrect or not working on the prototype.

Practice (Bug)

There is an unused disabled branch in Practice mode to check if you do well during this scenario. This branch should check your town population after 5 years, then sends a message if you achieved the goal or you need more practice. They set the game period only for 5 years and population to 50000. Due to this bug in the game, Practice cannot be beat on the NES prototype.

Steal a City (Bug)

Due to a bug in the game, it is possible to keep playing a scenario city past the scenario's duration on the NES prototype. You can save a scenario city and then load it, erasing the trigger for winning/losing the scenario, allowing you to "steal" the city past its duration.

Starting Level

As far as I could tell, level choice is disabled and you start on Easy no matter what you pick on this screen, or you at least always start with \$20,000.

Free Money

Both Frank and myself had the game give us huge sums of money during a game. For me, it looked like the amount given was close to \$777,777. I found that this glitch was caused when your cash flow goes negative. The only way to force this event is to build a new city **or possibly in practice mode. (Needs to be checked on the NES prototype).**

Once you get the Bank Present, build it and take out a loan. Then build like crazy and make sure you will not have funds at the end of the year to pay back the loan. Your best bet is to wait for a year to end, set the tax rate to zero when it takes you to the budget screen, then back out and spend all the loan money. If you have any roads or police stations, you shouldn't be able to afford the upkeep at the end of the year, taking you down to zero. But you still have the \$500 payment to the bank for the loan. Since I never lost a game when playing this, and I did some wild shit, I assume this is a safety to keep you from losing. Once you go negative, it deposits over \$700,000 into your fund.

Budget (Bugs)

If you play a game and do poorly, causing your budget at the end of the year to not be 100% funding for all areas due to lack of funds, and then quit said game, the budget settings will carry over into you next game, whether it's New City, Practice, or Scenario. If you don't keep an eye on this in your first new year, bad things happen. If you're lucky, it'll only be transportation funding that's low and not Police as well.

Auto-Budget (Bugs)

If it is ON in the SNES version, you should not go to see the fiscal statement at the end of every year. Unfortunately, this feature is broken on the NES prototype and would need to be fixed for a proper release.

Options Menu

While viewing the Map in options, time still passes. The only exception is if a Dr. Wright message is triggered, in which case time will stop until you exit back out to your city screen. There is no indication this has happened, other than noticing it's been the same month for while in your HUD.

Presents (Bug)

Some events don't appear automatically when you trigger them (see The Code section) due to some sort of hardly visible bug with indexes comparisons. To correct for this, you need to go to the Dr. Wright menu selection and press it in order to obtain the Special Event.

Most of the Special Events work fine, there ARE only 2 that aren't visible, the "Extra Land" and Library Presents. If you miss them, the item will be lost when next event occurs. They are not currently awarded unless you trigger them by going to the Dr. Wright button in the Options menu.

Transit (Bug)

Theoretically, you could do Power Lines over Rail in the entire city and cut funding to zero without any Rail deterioration **(Needs to be confirmed)**.

Always Easy

On Easy you will NEVER experience a meltdown, so Nuclear power is 100% safe on that game setting, meaning it is the preferred choice. Since the NES prototype seems to default to Easy no matter what selection you make, this means you will most likely never have any major disasters happen. Air Crashes seem to be a cause of population size and having an Airport, but every other disaster seems to not occur unless triggered by the player.

Challenge Scenario (Bugs)

I believe I received some Presents on the NES prototype, like items based on city size **(Needs to be confirmed)**.

Due to a bug in the game, it is possible to keep playing a scenario city past the scenario's duration on the NES prototype. You can save a scenario city and load it, thereby erasing the trigger for winning/losing the scenario, allowing you to "steal" a city.

Spelling

There's a lot of misspelling going on. Some intentional, some not. This will serve as a place to list all that misspellings in the game. Here's a few to get us started...

- First briefing message in Practice mode has a typo with missing colon and space *"..., iron out traffic snarls[,]control environmental pollution..."*
- When you reach Megalopolis, the screen that appears with Dr. Wright says, *"Megaropolis."*

Other

Use the turbo button A on some input screens (input name, budget selector) to crash or glitch the screen.

There is non-critical bug in special items free slot search routine. In case you have no free slots, it will run for 256 loops of dummy cycle instead of just exit. No side effects in this except missed cycles. **(Needs to be checked on the NES prototype.)**

~~~~~

## **XIV. Differences in NES/SNES Versions**

This is a list of all the differences I found between the NES and SNES releases of SimCity.

### **Game Controls (Differences)**

The Start Button goes to the Building Menu and not the Options Menu at the. Options seems like better use of the button, and if the rom is looked at, I would suggest having it go up to Options instead.

The A and B Button actions are reversed. Having played the NES version pretty extensively now, I didn't notice nor do I mind the change. I was just happy the ability to jump to the menu and back was there, as well as being able to fast pass.

### **Game Menu (Differences)**

#### **Resume Saved City (Differences)**

The Nintendo prototype only has one save file, so you go straight to it. In the SNES version, you could save two cities and you would choose which to open.

### **Start New City (Differences)**

There do not seem to be an alternate 1000 Landforms on the NES prototype. If you choose a map and come back to it, it will be the same Landform as before. Also, Map 061 is no longer the best map. It has yet to be determined which map is, but 9-10% water properly placed should allow you to achieve a Megalopolis. I mean, I did it. Frank did, too.

### **Map (Differences)**

On the SNES version, your Landform's total size is 100x120 tiles, whereas the NES version has been greatly reduced to a map the size of 76x76 tiles.

### **Options Menu (Differences)**

Overall, changes here include the addition of the Magnifying Glass and Inspection to the SNES version, as all those are missing from the NES prototype.

### **Auto- Go To (Differences)**

Auto Go To is automatically ON in the SNES version, whereas in the NES prototype it defaults to OFF when you start a game. The only other differences here are the wordings. Because of reduced screen size, the titles are mostly hyphenated and on two lines in the NES prototype.

### **Disasters (Differences)**

The biggest change here is in the disaster menu relating to Godzilla/Bowser. On the NES prototype, the change has not been made to reflect the Mario IP. The Disaster Menu icon is a mini-Godzilla, where as in the SNES version it's a Bowser/Monster footprint. Once in menu, it is the same for the Monster Attack selection. The image for the disaster looks like Godzilla stomping on a small town.

Again, like with the Options, the only other changes here are wording choices, again presumably due to the reduced screen size of the NES. I like Air Crash, personally.

### **City Map (Differences)**

The removal, or in this case, the inclusion of the Road Map in the SNES version is the main change here.

### **Graphs (Differences)**

The time period for which you view the graph is 100 on the NES prototype where as in the SNES version it was 120.

### **Bank (Differences)**

The Bank becoming a button on this page in the NES prototype is way different, where in the SNES it became it's own selection in the Options Menu under Information after you built the Bank Present.

### **Dr. Wright (Differences)**

I believe that on SNES, if you bother Dr. Wright too much, he gets mad, and will turn his back on you (but not permanently). I bothered him over and over on the NES prototype without any occurrences of that happening.

### **Disasters (Differences)**

The actual Monster Disaster itself is different than the SNES version, looking more like a monster and nothing like Bowser. In truth, to me it resembled a cross between a Dimetrodon and the Terror Dogs from Ghostbusters due to the fin on the back and horns on the head.

The Flood and Nuclear Meltdown sprites are hard to see, as both are depicted in grey. In the SNES version the flooding would become a blue and radiation red.

### **Air Crash**

An Air Crash on the NES prototype only destroys a single square. But with all buildings being demolished by one area being destroyed, that one square is just as powerful as the five in the SNES version.

### **Nuclear Meltdown (Differences)**

The Nuclear Meltdown disaster doesn't trigger a Dr. Wright message. It's unknown at this time if one is programmed in the game and isn't triggering or if it was left out completely and would need to be added. The disaster does trigger the Go To button beside the Options Menu, though, and will take you to the Power Plant that has melted down.

### **Game Mechanics (Differences)**

#### **Building Units**

The biggest difference in NES vs. SNES is the size of the building squares. In the SNES SimCity, a normal zone is a 3x3 square. In the NES version, a normal zone is a 2x2 square. It also doesn't allow for stacking, meaning that if you bulldoze anywhere on any zone in the game, it will destroy the entire building.

#### **Water (Differences)**

Building over water doesn't affect price on the NES prototype. I'm not sure if that was something they added to the SNES version, if it was left out of this version, or if it is coded in the game but simply not working.

#### **Ports**

Building the Seaport never seems to bring in a Ship.

Both the Seaport and Airport have two spellings in the game. One spelling occurs in the Building Menu after choosing the Port icon, bringing up the Port submenu, where they are called "Seaport" and "Airport". Once chosen, the spelling in the HUD says "Build Sea Port" or "Build Air Port" depending on your selection.

#### **Commercial Zones (Differences)**

On the NES prototype I had my CTOPs devolve, despite an insanely high Land Value and no loss of power.

#### **Transit (Differences)**

The Traffic stat itself normally directly contributes to Pollution or Crime. It should change the Road tile to reflect the current traffic level, and that determines the Pollution and Crime created, but this seems to be lacking or disabled in the NES prototype.

Because of reduced map and building sizes, the numbers in the section above may need to be reworked for the NES prototype.

#### **Power Mechanics (Differences)**

The following Zones will still give their benefits, even if they are not powered up:

- Seaport
- Airport

Sea/Airports have no side effects if not powered. Planes and the helicopter fly as soon as the Airport is built. Simply building either makes the Alert/requirement for growth requirement fulfilled.

The Seaport never triggers a Ship.

#### **Game Difficulty Mechanics (Differences)**

The Seaport never triggers a Ship, so no shipwrecks can occur.

#### **Presents (Differences)**

In the NES prototype, as far as I could tell Presents gave no boost to surrounding land value. Which unfortunately makes most of them somewhat useless. Without a bonus, they simply become eye candy for the Mayor that wants a pretty city.

#### **Building Methods (Differences)**

Because of the reduced block size of regular Zones, the Donut Block method has to be rethought. Since you can't choose a level other than Easy, no disasters will ever happen. Airports and Seaports seem to give off some pollution even if they are never hooked up to electricity whereas in the SNES version they don't unless given electricity.

[Need to double-check this.](#)

## **Voter Complaints (Differences)**

I included these tips in case it's fixed, but the NES prototype does not seem to add Pollution or Crime to Roads and you'll never have a meltdown because Medium and Hard settings aren't enabled.

Again, the NES prototype does not seem to add Pollution or Crime as a byproduct of Roads.

## **Scenarios (Differences)**

### **Practice (Differences)**

In the SNES version, you only have to reach 30,000 in population to succeed. Did they reduce the number because it's so challenging to hit 50,000 in 5 years on the NES prototype?

### **Challenge Scenarios (Differences)**

In the SNES version, you not only had to beat the first six scenarios, you also had to have one saved with a 100,000+ population to unlock the last two. In the NES prototype, it seems you only need to clear the first six in order to unlock the two bonus scenarios.

# **XV. Dead Strategies/Dead Tricks on NES**

Being an avid SimCity player on the SNES, I was well versed in all the ways to cut corners. From causing plane crashes to burn away most of my Airport and Seaport, to the Million Dollar Code, I did them all. So when I got my hands on the prototype cart for the NES, I went back and tested them all again. Here's what I found...

## **Zone Stacking**

Can't be done unless using the Debug Mode. On the NES prototype, bulldozing any area of a building destroys the whole thing. I viewed this as a good thing, in that it gave the NES version a fresh and different feel and that caused me to rethink some of my previous strategies in order to reach a Megalopolis, which can be done without this method of building.

## **The Money Trick**

Without the ability to hold down the L button, this simply can't happen again as it did before. Seeing as the debug code and other inputs were found, I think that this trick was developed after the project was moved to the SNES in lieu of the NES prototype's Negative Balance Trick. Perhaps because the Negative Balance Trick is too easy to achieve on accident?

## **Off-Map Glitching**

I hadn't done this one before, but I couldn't get it to happen no matter how hard I tried, so I'm going to close the books on this one.

## **100000 Population in Practice**

A fun challenge to try in the SNES version, I believe it may be impossible to achieve in on the NES prototype. Without a land value boost from Presents, or multiple Land Fills, or the ability to zone stack, the best I could ever achieve was around 85,000. I'm not saying it can't be done, but I tried multiple times with multiple designs and never felt I was even getting close.

## **Infinite Presents (Needs to be checked on the NES prototype)**

Presents for a city are limited, meaning you can only use these beauties to benefit your city in a finite way, right? Well, there IS a way to get extra Presents, using them to help boost Land Values, or gain extra funding.

**Step 1** - Save your main city (the one to get the extra Presents for).

**Step 2** - Load a new city (new or saved) and trigger a Present the city is eligible to receive.

**Step 3** - Go into the Map (or Graph) (a screen where time passes) and let the game run for a few minutes.

**Step 4** - Go to the Load menu and load your city. Do not go back into the main game mode, as the Present will show up in any city loaded next.

**Step 5** - The Present will arrive in your main city when you load the game.

How this works is that the message for the new Present is loaded into the game and is waiting for you to arrive at the main screen to tell you. Since you met the requirement, the game loads the message and Present, and since you first reached that screen on your main city, you end up with the extra Present on that city.

### **Airport/Seaport Cheat(s)**

In the SNES version, you could force an airplane to crash after it took off from the Airport, causing the Airport to explode, or have it fly over the Seaport and do the same. Once the fires were out, you could either leave Rubble or cover with Park leaving only one tile (the middle tile that flashes the lighting bolt when it has no power) to cause Pollution. In the NES version, bulldozing anywhere on a building causes it to explode, making this cheat obsolete.

### **Airport Flame Thrower**

While you cannot reduce the size of the Airport on the NES prototype, you can still blow it up. In the SNES version, sometimes the middle line of the Airport would erupt in flames when exploded, but the line of fire would jump across the Landform to the other side of the map. While you can still cause an Air Crash, and blow up the Airport, the flames jumping across the map no longer seems to occur.

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XVI. Miscellaneous

This is a list of in game items that for one reason or another either are unused or don't work in the NES prototype. Frank Cifaldi and his team or researchers at the Video Game History Foundation compiled this list and shared it with me while I was testing the prototype cart.

Upgrades

While not implemented, Upgrades were being planned out in the NES prototype, much like the growing of the Mayor's House in the SNES version.

Mayor's House Upgrades

The NES prototype had unused sprites for upgrading the Mayor's House as your City grew and reached Population milestones, much like the SNES version. These can be seen in the section Unused Sprites.

Airport Upgrades

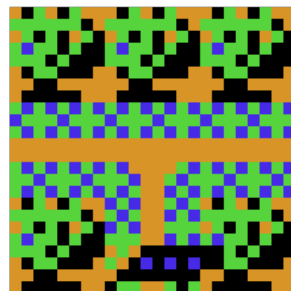
Much more surprising, in the NES version of the game the Airport had two upgrades. Since this completely new, my guess is that being the Airport is required for your City to grow, they may have been triggered when reaching new Population milestones in the same way the Mayor's House upgrades on the SNES version.

Unused Sprites

The NES Proto had a handful of sprites that were never used in game. What's really exciting is that a few of these never made it to the SNES and aren't from the computer release, meaning that they are completely new items in the world of SimCity.

Botanical Garden

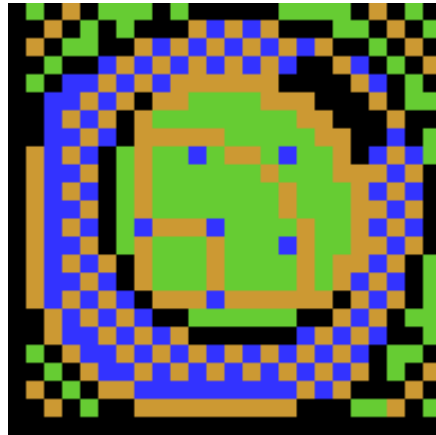
A gift, this was most likely to be awarded for achieving a milestone such as reaching a certain year or city size. Another possibility is that it was to be a secondary option for the Park Gift after placing a certain amount of Park.



**Botanical
Garden**

Baseball Stadium

I had originally thought the baseball stadium wasn't included, but it appears that not only is it there buried in the code, it's also animated and different than the SNES version! This brought up a question for me: were the Stadiums going to be placed randomly like they are in the SNES version or were they considering having them be choices, like when picking a Plant or Port? I'd like to think the crowd animation is everyone doing the wave.



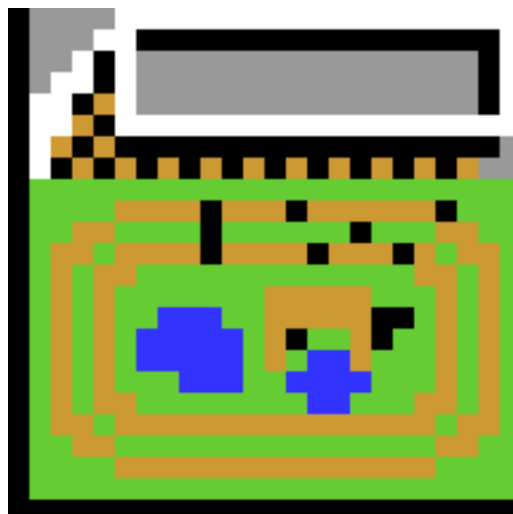
Mayor's House Upgrades

While not implemented, upgrades were planned in the NES prototype. The Mayor's House had several upgrades, just like the SNES version. Below is the upgrade received when reaching CAPITAL.



Speedway

Perhaps the most interesting of the unused sprites, the NES prototype had an animated racetrack. I believe that this may have been a third option when choosing a "Stadium" for your city. It's a shame this one didn't make it to the SNES version.



UFO

For now, we'll list the UFO animation here. We have yet to confirm that all Scenarios can be beaten, meaning Las Vegas may not actually be in the game, leaving this sprite potentially unused. Pretty impressive for an 8-Bit animation.



Name buffers

There are 5 name buffers inside the game:

- Practice scenario city name, "SIMCITY"
- Your favorite word, used as a Sister Town name during the game in New Town mode. If not entered, uses the default name. In Practice and Scenario modes, the default is blank, so the message about Sistership of Towns will lack the name of the city at all.
- Bank name inside the message resources, but never initialized with any value, always blank, the same as with blank Sister Town name.
- Unused completely
- Unused completely

One of the SE effects unreferenced and seems unused. Use GG AKOXTGAA+YSXZPKAP then write \$08 to \$00F1 address in RAM to hear it.

Random

There are 6 scenarios available from the beginning. There is a handler with a message about beating all scenarios which raises flag (0x5EC = 1) and now there are two special scenarios available: "Las Vegas UFO" and "Freedom", both of which have no briefing texts, only blank windows. One special scenario map is used for Practice. So there are in total 9 map resources, all used.

For some reason until you get the City Status and build a Bank, you have only 3 free Special events slots. The rest of the game you'll have 4 slots. However, if all your slots are full and still unused, any pending event will wait until it empty.

The word "ISHI " is used as a RAM signature for Soft/Hard Reset test.

All music tracks are used in the game. Most of tracks you may hear during scenario game mode when each town grows up. Some tracks are "paired", first started one track, then jump to the next one (01-02 title, 08-10 practice, 48-50, 60-40 information) witch finally loops. All tracks are covered with corresponding game events.

The Code

Working with Frank's team, I was sent some information that came straight from the code, such as text screens and event triggers. The following is what I knew from working with him. I was unable to ever trigger one of the two Special Events for Traffic, but am unsure which one. This is a list of events that are triggered in the game.

SPECIAL EVENTS
EVENT
REQUIREMENTS
RESULTS
REPEATS
MESSAGE APPEAR

01 Becomes a Town 2000 population Town History record Once per game Yes	5 years after built Bank Special Building once per game yes	13 10th anniversary monument Fixed 1910 year 10 th Monument Once per game yes
02 Becomes a City 10000 population Town History record Once per game Yes	0C City wants relationship 150000 population - once per game yes	14 100th anniversary monument Fixed 2000 year 100 th Monument once per game yes
03 Becomes a Capital 50000 population Town History record once per game yes	0D Open amusement park 120000 population Amusement Park Building once per game yes	15 Holding World Expo Fixed 1950 year once per game yes
04 Becomes a Metropolis 100000 population Town History record once per game yes	0E Open a Zoo 250000 population Zoo Building Once per game yes	16 Erect Expo monument 1 year after Expo Expo Monument Once per game yes
05 Becomes a Megapolis 500000 population Town History record once per game yes	0F Open a Casino 200000 population Casino Building Once per game yes	17 Statue of Liberty present 10 years after City relationship Statue of Liberty Once per game yes
06 Traffic is bumper to bumper traffic level 7 - every recalculation yes	10 Build an extra land 2 Sea Ports Extra Land Item Once per game no	18 Build a Library 70000 population Library Building Once per game no
07 Commuters are grid-locked traffic level 2 - every recalculation yes	11 New Police Station 10 Police Stations New Police Building once per game yes	19 Parks expand 200 park squares Parks Building Once per game yes
08 Crime rate is much too high crime level 7 - every recalculation yes	12 New Fire Station 10 Police Stations New Fire Building once per game yes	1A Railroad Station 150 rail squares Railroad Station Once per game Yes
0B Bank wants to build office		

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## XVIII. Footnotes

For those who want to know more about how I got the cart and who helped me along the way.

### Summary

I tested the open-faced gold prototype cart of SimCity on the RetroUSB AVS for Frank Cifaldi at the Video Game History Foundation after purchasing it on October 22nd at the Portland Retro Gaming Expo in 2017. I spent exactly one week playing it before I got a Megalopolis.



I was prompted to play full time after Frank texted me a picture out of the blue Tuesday, October 24<sup>th</sup> at 8:26 PM of reaching a Megalopolis, having dumped the rom from the cart at PRGE that Sunday before. I was still sleeping after flying back from Portland on Monday and hadn't even put the prototype in yet when he sent me the photo of his computer screen. I felt pressured to accomplish the same on the cart before the rom was released to the public.

In the next two weeks (past two weeks for me as I type this), I hopefully managed to contribute to Frank's and the VGHF's research efforts. As of right now, I confirmed that some Challenge Scenarios can be completed, but sadly Practice cannot. That, and my extensive knowledge of the Super Nintendo version were perhaps my biggest contributions to the project. I appreciated the inclusion of me to his research team and realize that this was a special moment in time where I was one of the few people on the planet to be playing the game, let alone beat it on an original cart, and that being the one featured in Nintendo Power (Volumes 18 and 139).

## **Thank Yous**

I'd like to give a big thank you to Nintendo for all the years of enjoyment they have and continue to give me. Also, for the resilience of the products they make. I left the game on for over a two weeks solid, something I've been doing since my childhood days of playing SimCity on the SNES. The only way to truly beat the game without cheating is to tax, and that requires time, and that means running it 24/7, while your asleep, at school, or whatever other activity might be interrupting you from playing video games.

Also, I'd like to point out again that all my testing was done on the RetroUSB AVS, the only way to play your Nintendo games in HD, if you ask me. I learned from prior homebrew beta testing experiences that the AVS could run for months at a time. I had no qualms running it for this past two weeks. I knew it could take it. Also, this was the demo AVS sent to me for the Let's Play Gaming Expo in 2016. No firmware updates. Just saying, it worked right off. I did have to take the top off because the eproms stick out of the cart. I was afraid to try the toaster, since I couldn't see inside and I couldn't even get it in my top loader. It originally wouldn't fit in the AVS, but I thought that it was just because of the top half of the AVS shell. Boom, a couple of screws later and I was in business. Oh, and when I redid the setup at Ben's booth during PRGE, getting SimCity showcased on a HD TV, Brian let us borrow an AVS for the duration of the show so it would be played in bright, crisp, glorious High Definition. Thanks, Brian!

Ben, from the Back in Time game store. He made all this happen when he probably could have bought the game the day it walked in his store, but instead chose to educate the seller and help facilitate the deal that lead to me writing this. Appreciate you talking with me that first day on the phone and keeping me in the loop at PRGE as the events over the weekend unfolded.

Frank, thanks for letting me help out. Remember when I interviewed you for my documentary, Mother to Earth, and I told you I asked some former Game Play Counselors about my holy grail, SimCity on the NES? Once in a lifetime. I had fun.

Steve, I haven't met you, but we all know what you did for the gaming community at large and history in general. You frickin' rock, man. Someday you'll be getting a hug followed by some BEvERages, my treat.

Scott, I met you, but the sentiment from above is the same. You're also the man. I had a great time talking with you and hope we get to chat again in the future. I have so many questions.

Chuck, Rick, and the PRGE crew, thanks for hosting the event that you do, which gave a platform for the carts to come back out in public. And when I walked up to it's display on Saturday morning and was unhappy with the game's presentation on a crappy CRT due to it's historical significance, the Free Play Area staff got me an HD TV that was bigger than the CRT originally being used. Team effort.

Dain and the NintendoAge community in general, shit like this would never have happened without you. Thanks for the years of education and fun. Always learning something new there. Buy a hat!

SBallen and everyone at GameFAQs.com. This was my first and possibly only guide, but it was great to give back to a community I'd used for so long. Y'all helped me get through some tough times... in video games. :)

My family, for enabling my addiction:

- My big brother Jeff for introducing me to games like Pitfall, Chopper Command, and Asteroids when he brought home his Atari 2600 from college. I think I was five or six at the time.
- My parents for putting up with a whiny little kid who constantly begged and begged and begged for new games or to at least let him rent some. I know you didn't understand why I needed to rent Legend of Zelda every week, but you let me.
- My sister Chelle whom I played World Class Track Meet with, you're the reason I'm the undisputed champ for an accessory only we seem to love and appreciate.
- The Barrineau cousins, especially Gary, the first person I knew who could Hyper Tap, before we even had that word for it (my family still refers to it as 'Nintendo Thumb', as in, "Man, Gary sure has that Nintendo Thumb.") And last,
- My old lady, Brandi. Thank you for letting me pursue my dreams, even if they sometimes include me playing a video game for a week or two straight. Also, our fur kids for keeping me company while I play. Pets and walks make for good breaks when you're not breaking games.

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